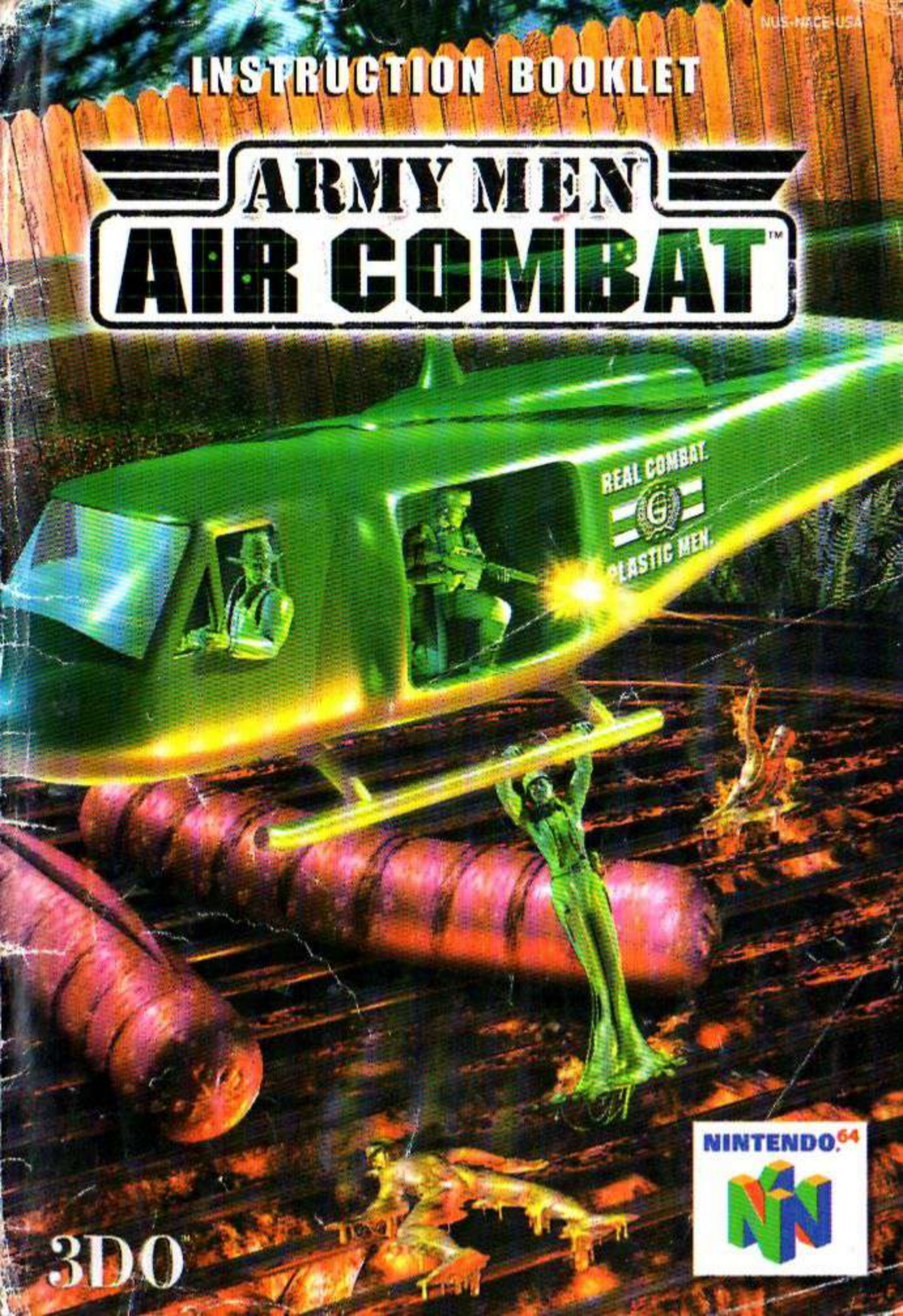
NUS-NACE-USA

INSTRUCTION BOOKLET

ARMY MEN AIR COMBAT™



3DO™

NINTENDO 64

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TEEN
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CONTENTS

GAME SETUP 2
'COPTER CONTROLS 4
GREEN PLASTIC NEWS 6
FACES OF WAR 8
CO-PILOTS 9
GETTING STARTED 10
GAME MODES 12
YOUR 'COPTERS 14
HEADS UP DISPLAY 15
THE WINCH 16
'COPTER WEAPONS 17
PORTALS & POWER-UPS 18
ENEMY UNITS 20
CLASSIFIED FILES 22
CUSTOMER SUPPORT 23

AIR COMBAT
GAME SETUP

1. Turn OFF the Power Switch on your Nintendo 64 Control Deck. WARNING: Never try to insert or remove a Game Pak when the power is ON.

2. Make sure a Controller is plugged into Controller Socket 1 on the Control Deck.

3. Army Men™ - Air Combat™ is a game for 1-4 players. If you're playing with friends, plug other Controllers into Controller Sockets 2, 3 and 4, as needed.

4. Insert the Game Pak into the slot on the Control Deck. Press firmly to lock the Game Pak in place.

5. Turn ON the Power Switch. If the legal and title screens do not appear, repeat the game setup process, starting with step one.

THE RUMBLE PAK®:
This game supports the Rumble Pak accessory. Follow on-screen instructions when prompted to insert or remove your Rumble Pak.

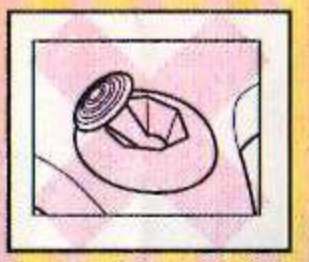
Important Warning!

Do not remove the Rumble Pak from the Controller unless instructed to do so. Doing so may cause the game to operate improperly and/or may cause damage to the Rumble Pak.

THE NINTENDO 64 CONTROLLER

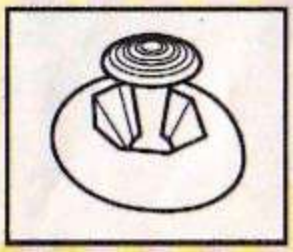
Control Stick Function

The Nintendo 64 Controller contains a Control Stick which uses an analog system to read the angles and directions of its movement. This allows precision control that is not possible using the conventional Control Pad.



When turning the Control Deck power ON, do not move the Control Stick from its neutral position on the controller.

If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.

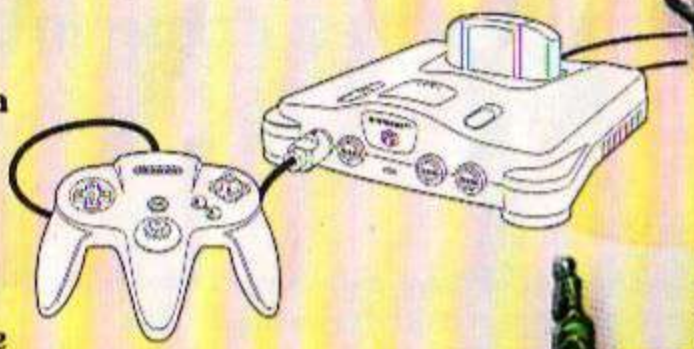


To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the right), then press START while holding down the L and R Buttons.

The Control Stick is a precision instrument, make sure not to spill liquids or place any foreign objects on it.

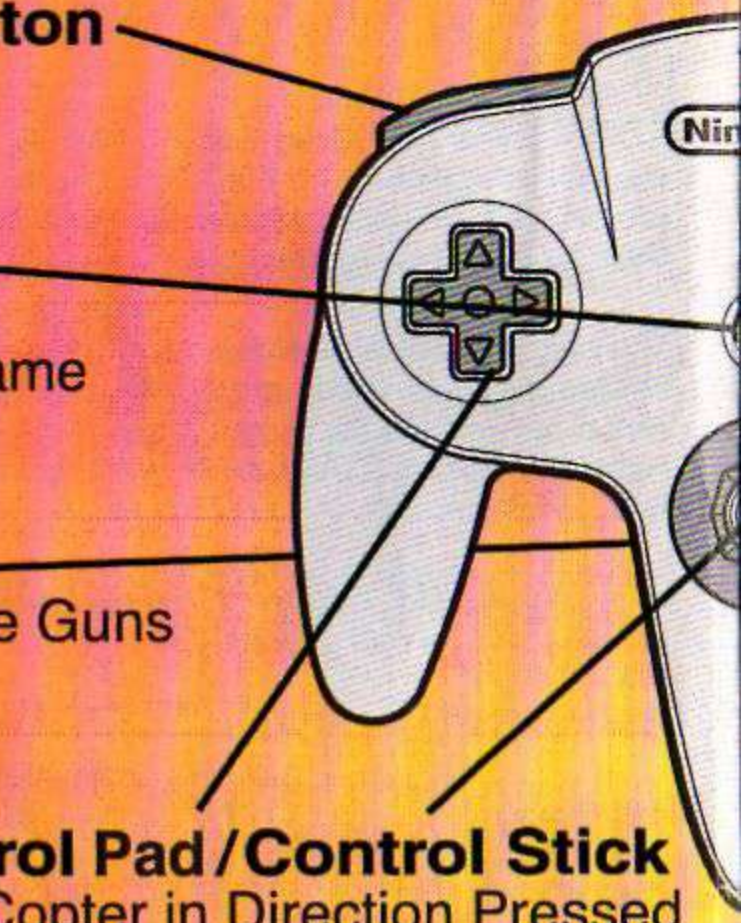
CONNECTING THE NINTENDO 64 CONTROLLER

Up to four players can play this game. Connect each player's Controller to the appropriate socket on the front of the Control Deck. Beginning on the left, the sockets are for Player 1, Player 2, Player 3 and Player 4.



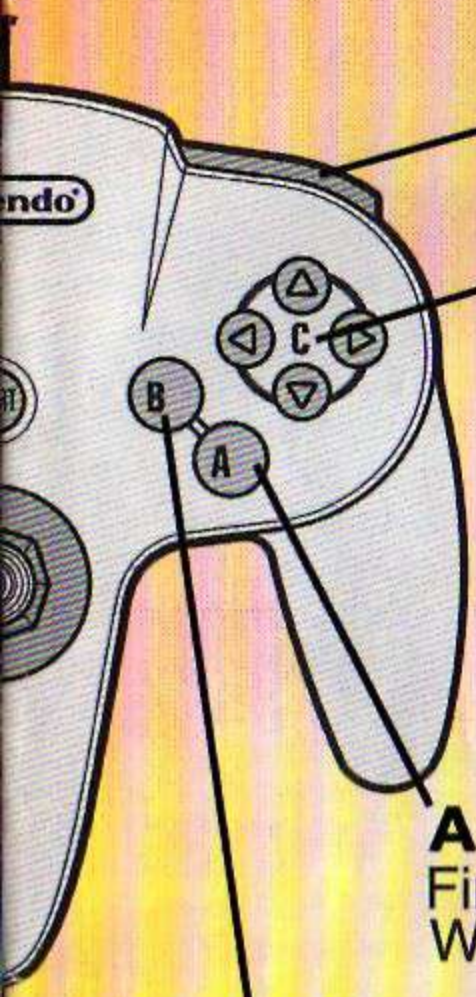
The left-most socket with a Controller connected to it is the default Player 1 Controller. If you change the connection during the game, you must return to the Main Menu and change the number of players to make the new connection active.

AIR COMBAT
'COPTER CONTROLS



NOTE:

You can choose from 3 different preset button configurations. See 'Getting Started' on page 10-11 for more details.



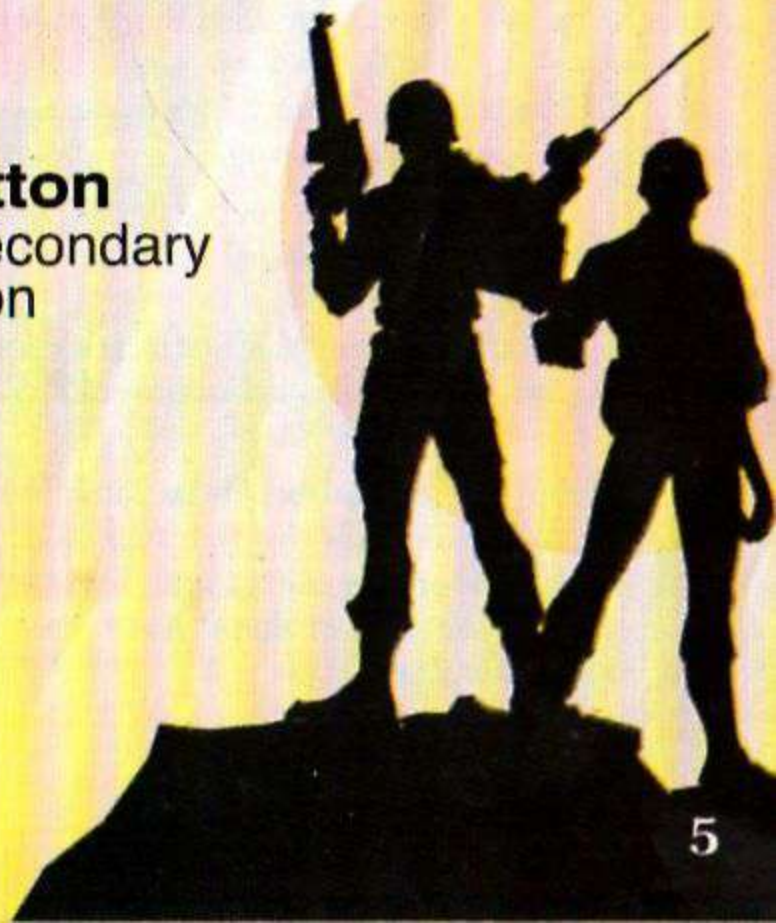
R Button

C Buttons

- △ Overhead Map
- ▽ Change Secondary Weapon
- ▷ Strafe Right
- ◁ Strafe Left

A Button
Fire Secondary Weapon

B Button
Use Winch / Retract Winch



GREEN PLASTIC NEWS

"Hello fellow Green Plastic citizens. We are sorry to interrupt your regularly scheduled programming, but this is a special GPN report just in from the front lines of the Green Army. Our Military Intelligence Division has uncovered an evil plot by General Plastro of the Tan Army. A major offensive of the Tan Army is planning to push through and seize our borders. War is unavoidable. Once again, we must step up to the task of crushing the evil Tan forces. We will now take you live to one of our reporters on the front line."

"Hello ladies and gentlemen. From what I can see here, we are only moments away from war with the Tan Army. Col. Grimm is just now unveiling the new Alpha Wolf Squadron and preparing to make a speech to rally the boys for what looks to be a very intense battle. Let's see what Col. Grimm has to say."

"All right, listen up soldiers! The Tan aggressors are on the move and we're gonna stop 'em dead in their tracks. We have sent several scouts out to gather recon on the Tan movements. So far, none have returned. We can only hope those scouts aren't danglin' over a candle right now.

The Alpha Wolf Squadron is the most lethal force ever assembled. You have been hand-picked for this task because we know you're the best of the best. Your orders are simple; find the enemy and blow the living tar out of every last one of them! Am I making myself clear, soldiers?! Let's go melt some plastic!"

(background cheers) "YEAH!!!"

"Those were some strong words from Col. Grimm. With me now is Captain William Blade, leader of the Alpha Wolf Squadron. Captain, can you tell me exactly what is going on?"

"Well sir, many of the details about this operation are classified. What I can tell you is, those Tan are in for one heck of a fight. We plan to do whatever it takes to win this thing and put an end to the Tan Army once and for all."

"Spoken like a strong plastic soldier. We understand you're the son of a highly decorated officer.

"Yes sir, my father fought in this army. He fought hard and he fought proud. He served the Green Army with honor until the day he was shot down by one of those Tan scum. His body has never been found. I believe that he is still out there... somewhere... waiting to be rescued. I won't rest until the day all those Tan-colored slime balls are eradicated from the face of the planet!"

"Truly a heartfelt statement... thank you for your time, Captain. We could use a lot more soldiers like you. We wish you the best of luck in the field. We wish all of the troops in the Green Army well. Hopefully, they can destroy the Tan menace once and for all, keeping the world safe for Green plastic people forever. We'll keep following the progress and inform you of any new developments. We now take you back to your regularly scheduled programming."

AIR COMBAT
FACES OF WAR

CAPTAIN WILLIAM (BILL) BLADE

The son of an officer, Blade has flying in his blood. He joined the Air Cavalry after graduating at the top of his class. He fights for what he believes in and will do whatever is necessary to accomplish his mission. He is one of the bravest men ever to serve in the Green Army. Living for the thrill of victory, Captain Blade is always optimistic and will take chances when necessary, especially to save Green lives. He knows he's the best at what he does and is willing to prove it.

COLONEL GRIMM

He is the leader of the Green Forces. He knows the glory and pain of battle.

SERGEANT HAWK

A.K.A. "SARGE"

He is the Bravo Company Commandos' unquestioned leader. He's an experienced soldier who has seen it all.

GENERAL PLASTRO

Plastro is the Tan Army's sadistic leader. He rules with an iron hand and a cold heart.

AIR COMBAT
CO-PILOTS

CO-PILOTS

Your co-pilot is invaluable, responsible for Winch operation and aiming the guns. With this band of capable co-pilots, your job of taking out the Tan Army will be a lot easier. There are four different co-pilots from which to choose. You will get the chance to choose a different co-pilot at the beginning of every mission. Each co-pilot uniquely affects your abilities and performance on each mission.

JOHN LAWLESS - A.K.A. "HARDCORE"

Hardcore is cocky and headstrong. He often focuses on the fighting while ignoring his other duties. He loves the Homing Rockets because they're "Hardcore".

DAVE PARKER - A.K.A. "RAWHIDE"

Rawhide is as comfortable behind a Rocket launcher as he is on a cattle drive. Riding in a helicopter is easy compared to taming a bucking bronco. Rawhide loves the straight forward simplicity of the Rockets.

JAMES MARSHALL - A.K.A. "WOODSTOCK"

Don't let his nickname fool you - peace and love are definitely not his bag. His experiences in the jungle wars of the 60's have made him a madman on the Machine Guns.

FELICITY WANNAMAKER - A.K.A. "BOMBSHELL"

When they made this plastic woman, they should not have thrown away the mold. She uses her beguiling charms to ride shotgun with her true love, Captain Blade. She loves to set men afire with her Napalm.

GETTING STARTED

MAIN MENU

Within all menu screens, press the + Control Pad ↑ and ↓ to highlight an option, and press the A Button to select an option. Selections are as follows:

START GAME

Select this option to begin playing the game with the current default configuration. You can choose among One Player, Two Player and Officers Club. See the section, "Game Modes", on page 12 for more information.

LOAD GAME

Select this option to load a previously saved game from the Controller Pak. You will be able to save games from the Mission Debriefing Screen.

PASSWORD

Select this option to begin a game at a higher level by entering a password. Use the + Control Pad, the C Buttons and L and R Buttons to enter the password. Press the A Button to begin the game once you've entered your password. Passwords can be obtained from the Mission Debriefing Screen.

OPTIONS MENU

Select this option to customize sound levels, change the controller setup or view the credits.

SOUND

Select this option to customize all music and sound effects settings. Press the + Control Pad ↑ and ↓ to highlight an option and ← and → to adjust the settings.

CONTROLLER SETUP

Select this option to select your controller settings. Press the + Control Pad ⬆ and ⬇ to highlight an option and the A Button to select an option.

CONTROL STYLE

This option allows each player to choose from three sets of default controls.

CREDITS

Select this option to view all game credits.

PAUSE MENU

Pressing START during game play brings up the Pause Menu. Press the + Control Pad ⬆ and ⬇ to highlight an option, the A Button to select an option, and ⬅ and ➡ to change the setting of an option.

RESUME

Select this option to return to game play.

MISSION OBJECTIVES

Select this option to review the Mission Objectives.

MUSIC VOLUME

Select this option to increase or decrease the Music Volume.

SOUND EFFECTS VOLUME

Select this option to increase or decrease the Sound Effects Volume.

QUIT

Select this option to exit your current game.

AIR COMBAT
GAME MODES

All right, Captain, are you ready for some action? These are the different game modes you can choose from.

1P CAMPAIGN

The One Player mode involves battling through the entire Air Combat campaign from start to finish, completing multiple and varied mission objectives per level. You must make the tactical decisions necessary to defeat the Tan enemy.

2P CAMPAIGN

In Cooperative mode, you and a teammate can combine your tactical skill and firepower in eradicating the evil Tan Army!

OFFICERS CLUB

Officers Club allows two to four players to compete by testing their skills in four challenging game types. Choose which Army you will fight for: the Green, Tan, Blue, or Gray. Lead your side to victory in Flag-Nab-It, Food Fight, Air Rescue or Bug Hunt. Below is a short description of each of the game types:

FLAG-NAB-IT

Here you explore the map to find and winch flags, then return them to your base. One level allows you to infiltrate enemy lines to steal the flags. The second level offers you the chance to search the map for hidden flags. Your goal is to destroy the cups that hide the flags and return the flags to your base.

FOOD FIGHT

In Food Fight, your objective is to be the first to return the needed food supplies back to base. The first level requires you to collect one of each type of food, finally capturing the ants' prized donut for victory. In the second level, you fly around winching food types of various values. Be the first to collect 100 points by dropping the food into "The Machine" to be victorious.

AIR RESCUE

Scientists are running for their lives from deadly RC Cars and hungry hermit crabs. You compete within and above two sand castles to see who is the most skilled with the Winch. The goal is to be the first to rescue 10 scientists!

BUG HUNT

Ants, beetles and mutant moths swarm the map. Test your sharpshooter skills to see who can carve a path through the bug swarms and be the first to score 100 points. But watch out for bored children with magnifying glasses who will go after your 'copter! Turn the tables on enemy 'copters, or even the bugs, by convincing the kids to go after them instead!

YOUR 'COPTERS

HUEY

The Huey is one of the fastest moving and most agile of the helicopters available to the Alpha Wolf Squadron. The Huey can dodge enemy projectiles with relative ease.

CHINOOK

The Chinook is not the fastest of helicopters, but it can carry a heavy load and take a vicious beating. Its armaments are a bit more powerful than that of the Huey to compensate for its loss of agility.

SUPER STALLION

The Super Stallion is the best of both worlds. It is fast, has powerful weaponry and can carry heavy loads without taking a huge performance hit. It comes with a heavy compliment of armor as well.

APACHE

The Apache is the ultimate in modern day helicopter technology. It is fast, agile, has the most powerful weapons, and the strongest armor. It can carry heavy loads with little effect on its speed. This is no bargain bin toy.

NOTE:

Not all the 'copters will be availble at the beginning of the game.

HEADS UP DISPLAY

YOUR 'COPTER INTERFACE

Even though your 'copter is an advanced piece of plastic, its interface is simple to use and understand.

OVERHEAD MAP

The Overhead Map appears on the top left of the Heads Up Display (HUD) by pressing C↑. Your location is marked with a colored arrow pointing the direction your 'copter is facing.

WEAPON SELECT

The Weapon Select icon shows the current secondary weapon selected and how much ammo for that weapon remains. Press C↓ to cycle through available secondary weapons. When you run out of ammo for a secondary weapon, you will automatically switch to the next available weapon.

ARMOR METER

The Armor Meter indicates your 'copter's remaining armor. When your armor is gone, you can kiss that shiny plastic medal goodbye!

THE WINCH

The Winch is a cable at the bottom of all of the 'copters that allows you to get power-ups and pick up, carry and drop off certain objects. There are three types of objects that you can winch:

- Power-ups
- Ground troops (mission-specific characters)
- Some world objects

POWER-UPS

Simply press the Winch button to extend the Winch of your 'copter and fly over the power-up item. The Winch will automatically lift the power-up to your 'copter.

PICKING UP GROUND TROOPS

In some missions, the Winch can also be used to pick up certain ground troops. When you fly your 'copter over such a unit, press the Winch button to lower the Winch and pick the unit up. It's just like picking up a power-up. You can only winch ground units that the mission specifies. You can't use the Winch to grab vehicles.

PICKING UP WORLD OBJECTS

To winch world objects, such as pieces of food or pinecones, you must position your 'copter over the object and press the Winch button to winch it up. You can drop the object you are carrying by pressing the Winch button again. You can destroy units and other objects by dropping objects on them. Objects can be lifted, placed and then re-lifted as many times as you want.

AIR COMBAT
'COPTER WEAPONS

The Alpha Wolf Squadron's 'copters carry the most advanced pieces of pyrotechnic weaponry in the Green Army. Familiarize yourself with the different weapons at your disposal.

MACHINE GUNS

The Machine Gun is your workhorse, and has unlimited ammo. It is aimed by your co-pilot and isn't all that strong, but works just fine for mowing down lines of infantrymen.

"If they're running, I shoot 'em. If they're not running, they should be."
- James "Woodstock" Marshall

ROCKETS

The basic straight firing Rocket is a very fast, straight-shooting weapon that packs a wallop but can be difficult to aim.

"Let 'em loose and watch the show."
- Dave "Rawhide" Parker

HOMING ROCKETS

The guided Homing Rocket is extremely accurate. Once it is launched, it almost never misses its target.

"It's not the size of your Rocket, it's how you use it."
- John "Hardcore" Lawless

SWARM ROCKET

The Swarm Rocket is another tracking weapon. The sheer volume of these powerful rockets makes this the ideal weapon for crowd control.

"There's nowhere to hide, maggots!"
- Sarge

NAPALM

Shooting Napalm bombs causes a series of explosions across a large area of terrain as the effect of the jellied explosives spreads across the land.

"I just love the smell of Napalm in the morning!!"
- Felicity "Bombshell" Wannamaker

FLARES

Firing a Flare calls in reinforcement ground units. Two paratrooper M-80 Infantrymen will drop from passing planes.

"Some people like to think jumping out of an airplane at 15ft., with high explosives strapped to your back is crazy. Ha, wusses..."
- Dave "Rawhide" Parker

PORTALS & POWER-UPS

These mysterious gateways allow travel between "Our World" (the world of the human giants) and "Their World" (the Army Men world). General Plastro discovered these strange portals and has been using them ever since to carry weapons of mass destruction between the two universes. Many of your missions will involve transporting inanimate objects from "Our World" and bringing them to life in the battle against the Tan in "Their World". Keep an eye open for these portals.

Power-ups are boxes that sit on the ground and give you ammo or special abilities for your 'copter. To activate a power-up, simply fly over it. As you pass over the power-up, extend your Winch and it will attach itself to the power-up and hoist it to your 'copter. There are three types of power-ups: Timed, Armor and Ammo power-ups.

TIMED POWER-UPS

Timed power-ups will enhance your specific abilities for a limited time. The list is as follows:

ARMOR PIERCING

This power-up temporarily increases the damage effect of any and all of your currently stocked weapons.

SUPER WEAPON JAMMER

This power-up temporarily renders the 'copter invulnerable.

TURBO BOOSTERS

This power-up temporarily increases the maximum speed of the 'copter.

ARMOR POWER-UPS

Armor power-ups will restore your depleted shields in 25%, 50% or 100% increments.

AMMO POWER-UPS

Ammo power-ups add ammo to your 'copter's ammo reserve for a specific weapon.

For example, getting the Rocket power-up would add ammo to the 'copters current Rocket total.

ROCKETS

This adds Rockets to the 'copter's current Rocket ammo reserve.

HOMING ROCKETS

This adds Homing Rockets to the 'copter's current Homing Rocket ammo reserve.

SWARM ROCKETS

This adds Swarm Rocket salvos to the 'copter's current Swarm Rocket ammo reserve.

NAPALM

This adds Napalm bombs to the 'copter's current Napalm ammo reserve.

FLARES

This adds Flares to the 'copter's current Flare ammo reserve.

ENEMY UNITS

The Tan will be invading at full force. Every type of unit is destructive to the Green way of life. Intelligence has heard rumors of some sort of Tan secret technology, so be on the lookout. Here is a compilation of the Tan units we know.

INFANTRY

The Tan elite guard, while easy to kill, are just as easily replaced on the battlefield. The Tan scum have no shame and will even draft new members into their military ranks only hours after they are made.

RIFLEMEN

Riflemen are the grunts of the ground. They are the most expendable units that the Tan have to offer. They may not be the strongest force on the ground, but they should not be underestimated.

FLAMETHROWERS

Flamethrowers, armed with projectors capable of spewing flaming death on any poor soul that crosses their path, are one of the most feared of all enemy units. Does anyone need a light?

BAZOOKA MEN

Bazooka Men are Tan soldiers armed with portable rocket launchers. Not the best shots in the Tan Army, but they have been known to take out the occasional 'copter. Better safe then sorry, you should probably take 'em out whenever they cross your path.

"Uhhh guys... can somebody help me find the grenade that goes to this pin!?"

- Anon. Tan Unit K.I.A.

BLUE SPIES

The Blue spies are mercenaries that make better sneaks than soldiers. We've learned that they have been stealing supplies. Take one of these boys out to get the supplies back.

MILITARY VEHICLES

The Tan Army, while not as well trained as the Alpha Wolf Squadron, is still a force to be reckoned with. They have stockpiled a formidable assortment of damage-inflicting vehicles. Here's a list of what to watch out for:

JEEPS

These jeeps are fully loaded with an automatic machine gun to clear out any Green forces. Not only are they fast, but lethal as well.

TANKS

Tan tanks are a destructive bunch, capable of taking out just about any type of Green unit. They are slow moving, however, making them susceptible to attack. Watch out! They are deadly against your 'copters, infantry, tanks and structures.

HELICOPTERS

Also known as the rogues of the air, helicopters have the ability to creep up on enemy units and stop them dead in their tracks. Helicopters are armed with a heavy arsenal and are extremely dangerous in tactical combat.

HALF-TRACKS

These vehicles are a hybrid of a tank and a truck. Not only do half-tracks have the power of a tank, but the speed of a truck, all in one vehicle.

PT BOATS

These pint-sized boats are used for recon missions and small-scale assaults. They have the ability to sneak up on you and attack with little warning.

BATTLESHIPS

They are the titans of the sea and pack a very destructive punch. They have heavy armor and superior firepower. They are usually used for defensive or first strike situations.

BLUE VEHICLES

Just like Blue spies, Blue vehicles steal supplies and perform spying services for the Tan. It is worthwhile to make the effort to take out Blue vehicles wherever you find them and recover their supplies.

AIR COMBAT
CLASSIFIED FILES

- Insects are friends of neither Green nor Tan. Given the right motivation, they will attack either side.

- Dropping world objects like rocks and apples on your enemies not only saves ammo, but is lots of fun.

- Choose your co-pilot wisely. Each co-pilot has a weapon specialty that helps complete specific mission types.

- Use your Overhead Map to locate enemy units and objectives quickly.

- Learn the strengths and weaknesses of each 'copter, as each will be better suited for different types of missions.

- Blue units work for the Tan Army carrying supplies. Taking them out will often allow you to collect their cargo.

AIR COMBAT
CUSTOMER SUPPORT

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Customer Support
The 3DO Company
600 Galveston Drive
Redwood City, CA 94063

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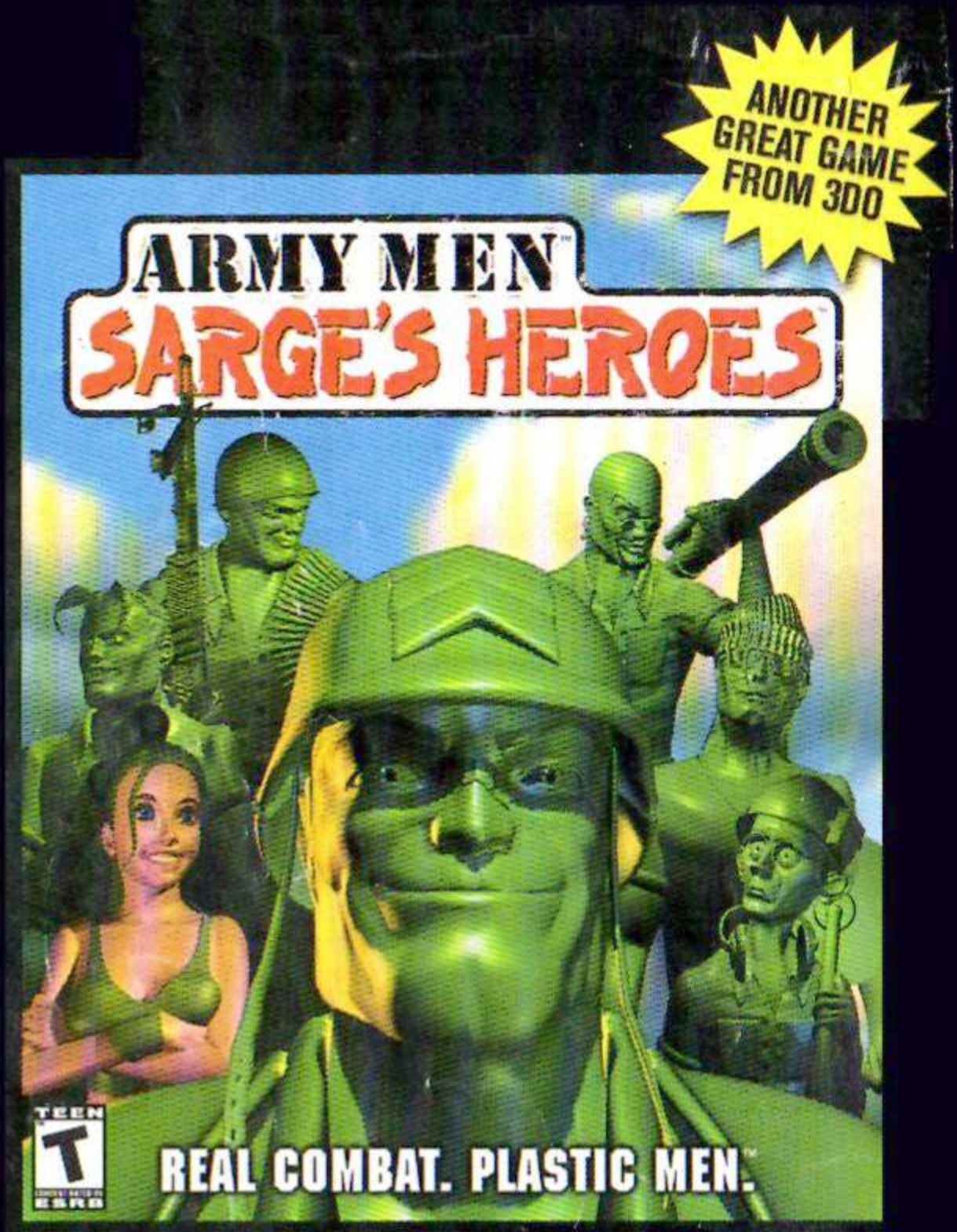

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The 3DO Company
600 Galveston Drive
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